

Pet.frm Pet.vbp

You will work with a partner to do this assignment. Each of you will get an opportunity to work on the computer.

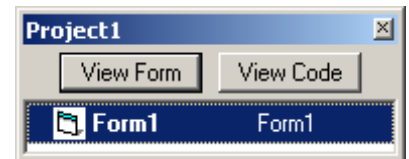
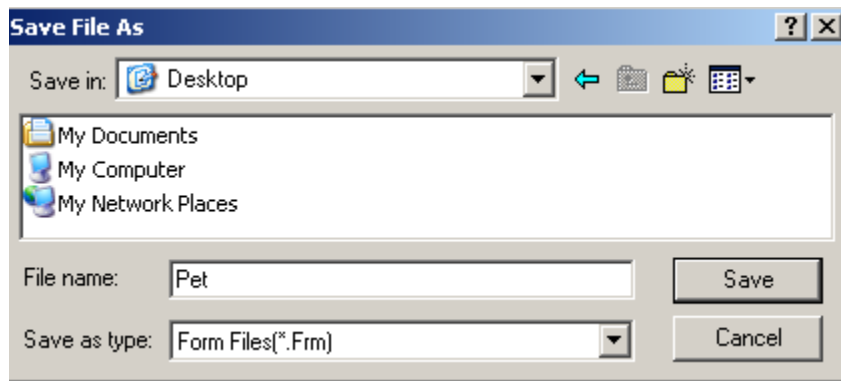
One partner will read the directions to partner 2, who will do the things on the computer. After you have completed the assignment, trade places and have partner 2 read the directions to partner 1 who will use the computer.



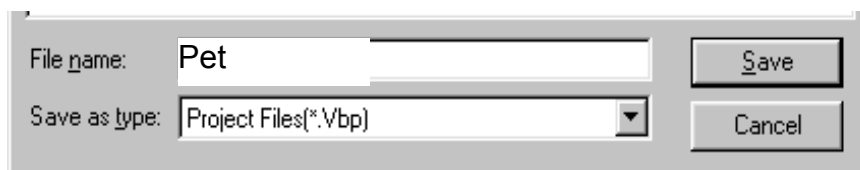
1. Double click on the Visual BASIC icon. If you were already in Visual BASIC, save your work then choose File, New Project.

File, Save File As... Change Save in: to Desktop. Change the File name: to **Pet** then click on the Save button.

2.



3. File, Save Project As... Make sure it is set to go to Desktop. Change the File name: to **Pet** then click on the Save button.



Looking at the very top left of your monitor, **Pet** appears within the blue.

4. Change the Caption property of the form from Form1 to *Pet by your first and last names*.



5. The window on the left is called the **Toolbox**. The Toolbox contains tools that will allow you to make *objects* on the form. Pictured here are the ones we will use the most.



Pointer



Label




CommandButton



Textbox

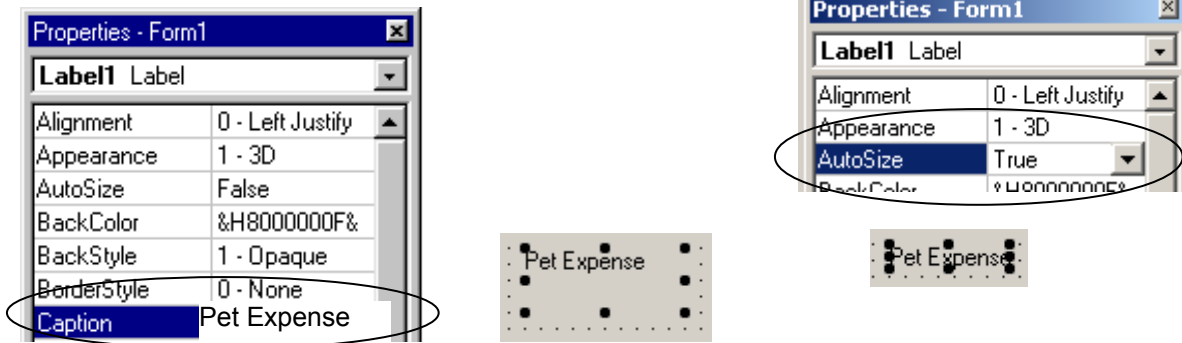
Toolbox

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6. Double click on the Label tool  to put a label on the form.

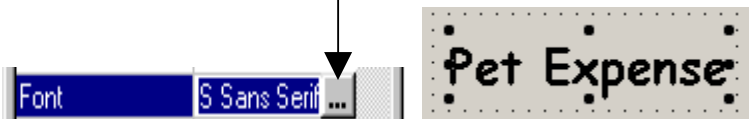




7. While the label is selected, put the cursor to the right of the Caption property in the Properties window. Double click on Label1 and type Pet Expense.

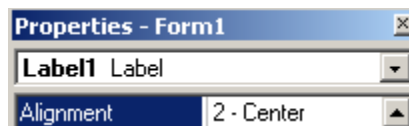


Since the words do not fit well in the label, go to the AutoSize property and double click so that the AutoSize property changes to True.


8. In the Properties window find the Font property. Click on the words on the right so that 3 dots show up. Click on the 3 dots to get the Font window, or simply double click on the word Font. Change the font to comic sans and the size to 18 and the font style to bold.




9. In the Properties window go to Alignment. Click on the right so that  appears. Click on  and choose 2 - Center.




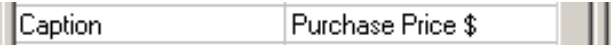
10. Use the mouse and cursor to move your label with the title **Pet Expense** to the top center of your form.


11. In the Toolbox on the left double click on the Label tool . Double click on the AutoSize property to make it turn to True.

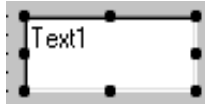
12. In the top toolbar click on the Save icon. 

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13. While the label is selected  go to the Properties window to change the Caption property. Double click on Label2 and type Purchase Price \$.



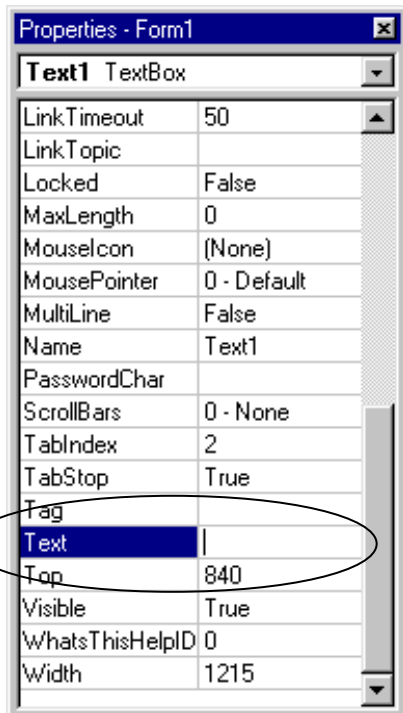
14. In the Toolbox on the left, **double click** on the Textbox tool  to make a textbox of the default size.



15. Drag the Text1 textbox to place it to the right of the label Purchase Price \$. So the form looks like this.

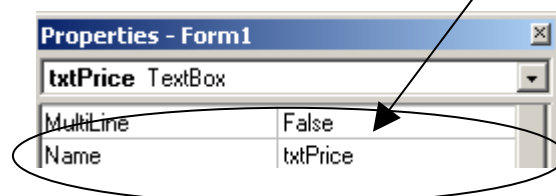


16. While Text1 is still selected go to the Properties window on the right. Scroll down to the Text property. Double click on Text1 on the right and press the Delete key, so that the textbox is now empty.




17. Make sure that the textbox is selected. In the Properties window on the right. Find the Name property.

Change the name from Text1 to **txtPrice**.



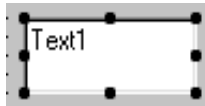
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18. In the Toolbox on the left double click on the Label tool  Change the AutoSize property to True.



19. While Label3 is still selected, go to the Properties window on the right. Double click on Label3 to the right of Caption, to change the caption to Vet Fee \$.

20. In the Toolbox on the left, **double click** on the Textbox tool  to make a textbox of the default size.

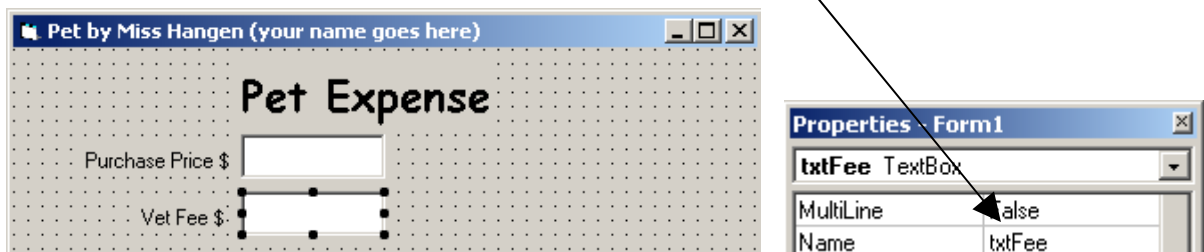



21. Drag the Text1 textbox to place it to the right of the label Vet Fee \$, so the form looks like this.




22. While Text1 is still selected go to the Properties window on the right. Scroll down to the Text property. Double click on Text1 on the right and press the Delete key, so that the textbox is now empty.

23. Make sure that the textbox is selected. In the Properties window on the right. Find the Name property. Change the Name property from Text1 to **txtFee**.



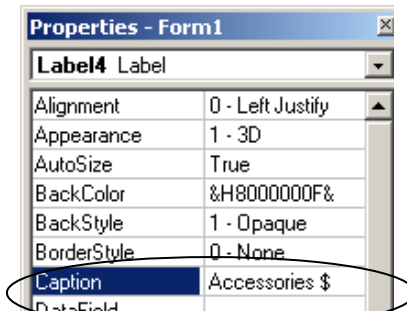
24. Click on the Save icon. 

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25. In the Toolbox on the left, double click on the Label tool . Change its AutoSize property to True. Place it below what is already on the form.



The screenshot shows a form titled "Pet by Miss Hangen (your name goes here)" with a "Pet Expense" section. It contains three labels with text boxes: "Purchase Price \$", "Vet Fee \$", and "Accessories \$". A new label, labeled "Label4" in the Properties window, has been added below the "Accessories \$" label.



The Properties window for "Label4" shows the following properties:

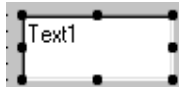
Label4	Label
Alignment	0 - Left Justify
Appearance	1 - 3D
AutoSize	True
BackColor	&H8000000F&
BackStyle	1 - Opaque
BorderStyle	0 - None
Caption	Accessories \$
DataField	

26. While Label4 is still selected, go to the Properties window on the right. To the right of Caption, double click on Label4 and type Accessories \$, to change the caption to Accessories \$.




The screenshot shows the form after the caption of Label4 has been updated to "Accessories \$". The form now displays "Purchase Price \$", "Vet Fee \$", and "Accessories \$" with their respective text boxes.

27. In the Toolbox on the left, **double click** on the Textbox tool  to make a default size textbox.



The screenshot shows the Textbox tool icon, which is a small rectangle with the text "Text1" inside.

28. Drag the Text1 textbox to place it to the right of the Accessories \$ label. So the form looks like this.

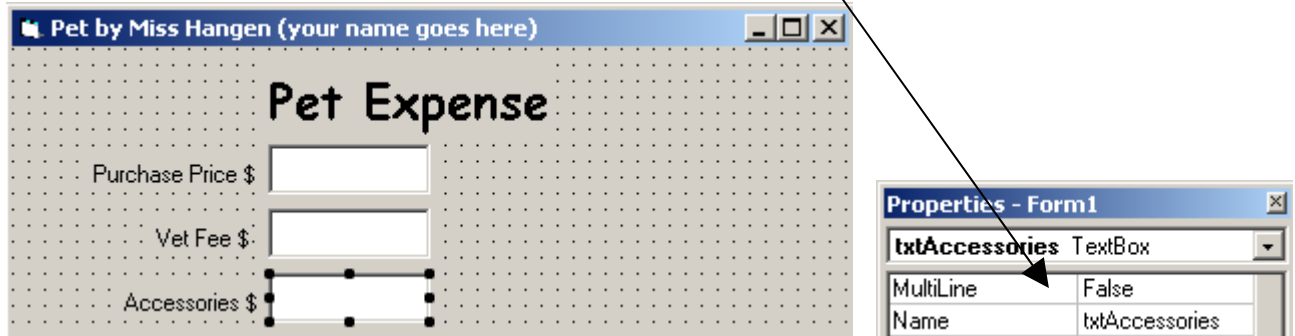


The screenshot shows the form after the Text1 textbox has been placed to the right of the "Accessories \$" label. The form now displays "Purchase Price \$", "Vet Fee \$", and "Accessories \$" with their respective text boxes, and the Text1 textbox is positioned to the right of the "Accessories \$" label.

29. While Text1 is still selected go to the Properties window on the right. Scroll down to the Text property. Double click on Text1 on the right and press the Delete key, so that the textbox is now empty.

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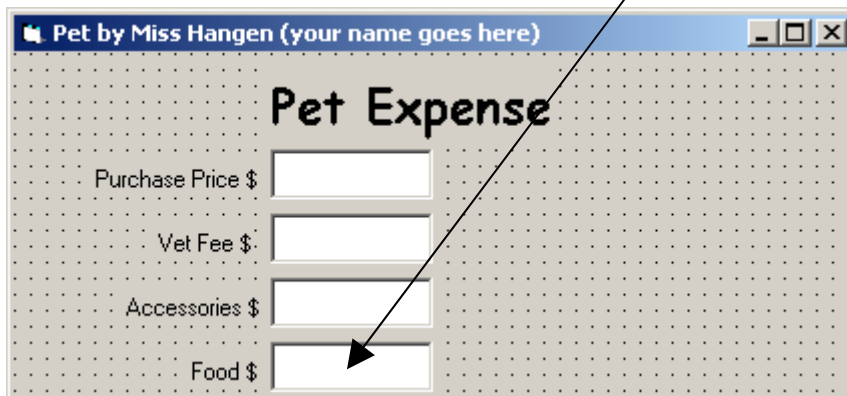
30. Make sure that the textbox is selected. In the Properties window on the right, find the Name property. Change the name from Text1 to **txtAccessories**.




Remember to click on the Save icon.



31. Follow similar steps to create the Food \$ label and the **txtFood** textbox.

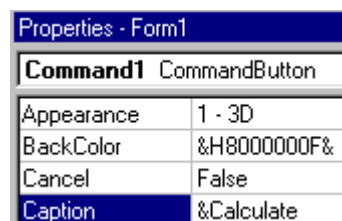
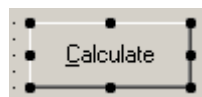


You have now created a place for the user to **input** data, and a place for the program to receive the input.

32. In the Toolbox on the left, **double click** on the CommandButton tool  so that the command button of the default size will be put on the form.

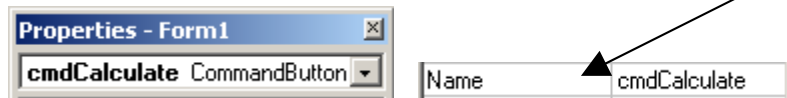


33. While the command button is still selected, go to the Properties window to change the caption. To the right of Caption, double click then type **&Calculate**.

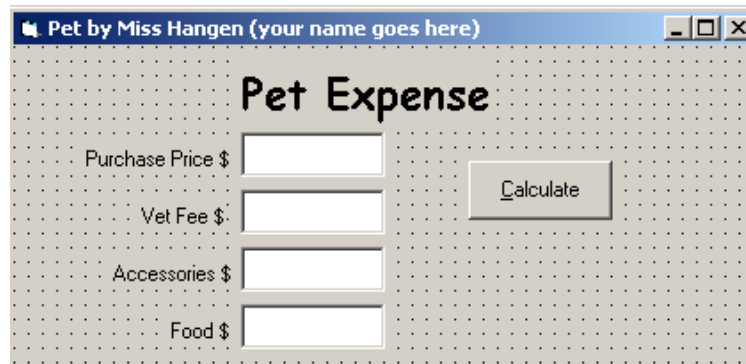



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34. While the **Calculate** button is still selected go to the **Properties** window. Locate the **Name** property. Double click on **Command1** to the right of **Name**, then type **cmdCalculate**.



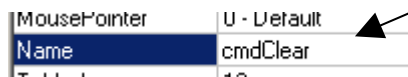
35. Move the **Calculate** button to the right of the textboxes, with enough room for 2 more buttons, below this one.



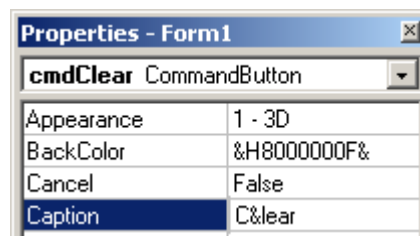
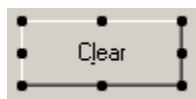
36. In the **Toolbox** on the left, **double click** on the **CommandButton** tool  so that the command button of the default size will be put on the form.



37. While the **Command1** button is still selected go to the **Properties** window. Locate the **Name** property. Double click on **Command1** to the right of **Name**, then type **cmdClear**.




38. While the command button is still selected, go to the **Properties** window to change the caption. To the right of **Caption**, double click then type **C&lear**.



39. Line up the buttons.

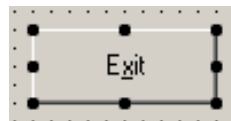
Remember to SAVE EARLY and OFTEN.

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40. In the Toolbox on the left, **double click** on the CommandButton tool  so that the command button of the default size will be put on the form.



41. While the command button is still selected, go to the Properties window to change the caption. To the right of Caption, double click then type E&xit.



Properties - Form1	
Command1 CommandButton	
Appearance	1 - 3D
BackColor	&H8000000F&
Cancel	False
Caption	E&xit

42. While the Command1 button is still selected go to the Properties window. Locate the Name property. Double click on Command1 to the right of Name, then type **cmdExit**.

Properties - Form1	
cmdExit CommandButton	

Properties - Form1	
Name	cmdExit

43. Move the Exit button below and in line with the Clear button, so your form looks like this.

Remember to SAVE OFTEN.

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You have now provided a place for the code that will **process** the data.

Now you need a place to **output** the results.

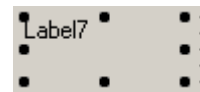
44. In the Toolbox on the left, **double click** on the Label tool. Double click on the AutoSize property to make it True.



45. While Label6 is still selected, go to the Properties window to the right. Find Caption. Double click on Label6 to the right of Caption and type **Total \$**. Move the label below the others.

Now you need a place to put the answer. The answer will be put in a label that will remain empty until the program **code** has calculated the area and told the computer to display the answer in the answer label.

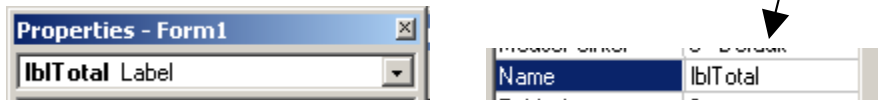
46. In the Toolbox on the left, **double click** on the Label tool. Do NOT autosize this label.





47. While Label7 is still selected, go to the Properties window to the right. Find Caption. Double click on Label7 to the right of Caption and press the Delete key on the keyboard so that the label is empty. Move the label slightly to the right of the label with the caption **Total \$** and line it up below the textboxes. This is a label so it is gray.

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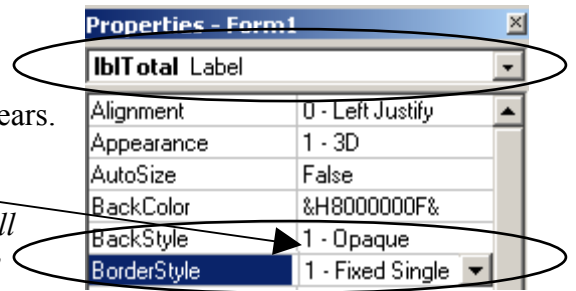
48. While the empty label is still selected, go to the **Properties** window on the right. Locate the **Name** property. To the right of **Name**, double click on **Label7** then type **lblTotal**.
(That is – small L as in **little** – small B as in **boy** – small L as in **label**.)



49. Click on the **Save** icon. 

50. Click on the empty **Label** named **lblTotal**, to select it. Scroll up to find the **BorderStyle** property. Click in the right column next to **0 - None**, so a  appears. Click on **1 - Fixed Single**.

We are only changing the border style of the label that will hold the answer. Do NOT change the border style on any other labels.



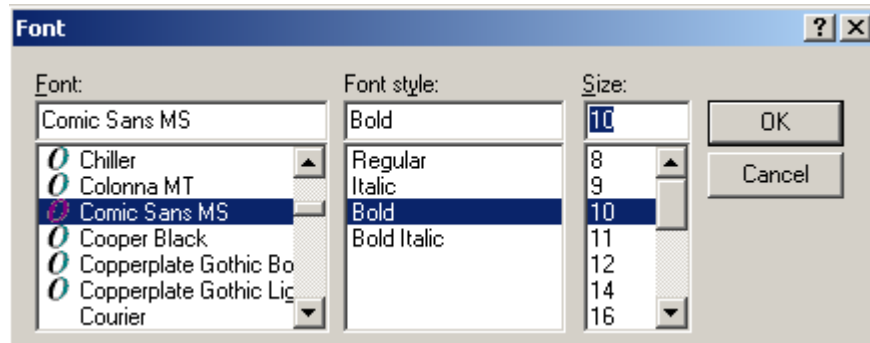
We do not want the user to enter data into the answer box; therefore, we make it a label instead of a textbox. The user can type data into a textbox but not into a label. We have made the label stand out by giving it a border, which other labels do not have. Its background stays gray to distinguish it from a textbox.

51. To make the results (OUTPUT) stand out a bit, we will adjust the font properties of the bottom to labels. Click on the label that shows **Total \$** so that its selection squares appear. Hold down the **Shift** key and click on the **lblTotal** label, so both are selected at once.



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52. Double click on the word **Font** in the properties window. Change the font to comic sans, the style to bold, and the size to 10. Press Enter or click on OK.



53. Make adjustments so that your form looks like this one.

54. **Double click** on the Exit command button to go to the procedure window that allows us to enter code for programming the Exit button.
55. Between the lines of code that are given, type End. This will cause the program to stop running when the user clicks on the Exit command button. Make sure it is the cmdExit click procedure, not the Form Load procedure.



56. Close the code window by clicking on the X. Click on the Save icon.  We will do more with this later.